

TABLE OF CONTENTS

Section	Page
Synopsis and Background	4
Rumors in the Harbor	5
Scurvy Dogfight	6
Sea Monster Attacks	7
Under Seige	8
The Light in the Tower	9
The Caverns Below	10
Wounded Lion	11
Hostages	12
Summoning Room	13
Aftermath	14
Appendix A: Maps	15
The Docks	15
The <i>Annabel Lee</i>	16
Skyhorn Lighthouse	16
Skyhorn Lighthouse Caves	17
Appendix B: New Monsters	18
Eelfolk	18
Eelfolk Hunter	19
Eelfolk Scourge	19
Eelfolk Stormcaller	20
Secret Lore	21
Acknowledgements and Credits	22

SYNOPSIS

- At the beginning of the adventure, the party learns through one of the hooks that ships have stopped transiting the harbor for fear of “sea monsters.” They also learn nearby Skyhorn Lighthouse is in distress. The party is able to find one captain, Sheila Coppertree, who is willing to risk going to the lighthouse.
- On the way to the lighthouse, a water elemental attacks the group. When the adventurers arrive at the lighthouse, they find it under siege by eelfolk.
- The party learns of flooded caves beneath the lighthouse either through exploration or from Lucien Skyhorn, the lighthouse keeper who is barricaded in the lantern room.
- Inside the caves, the group discovers the eelfolk are forcing captured sailors to use a [Bowl of Commanding Water Elementals](#) to summon water elementals and wreak havoc on the surrounding sea passage and harbor.

BACKGROUND

- Lucien Skyhorn is sworn to protect the secret *Bowl of Commanding Water Elementals* hidden in the watery caves below his family’s ancestral lighthouse.
- A few days before the adventure begins, a raiding group of eelfolk entered the caves below the lighthouse via a hidden cove. There, they discovered the bowl. Since then, they’ve used it to capture a merchant ship that was transiting the harbor. The eelfolk learned (the hard way) that a summoned elemental sometimes turns against its summoner, so now they’re forcing the captured crew to do the summoning ritual.
- The eelfolk are trying to finish off Lucien, who is barricaded in top room of the lighthouse. They plan to seize total control of the small island to continue using more water elementals to capture passing ships. They feel Lucien’s stubborn presence is a threat to their plans.

A WORD TO THE GM

This adventure is meant to be run at a glance with **minimal preparation** and a **natural delivery**. This required re-thinking the normal adventure presentation a bit. Here’s what you’ll find included:

- Each encounter contained on one page.
- Bulleted lists. **Bolded** keywords.
- Hyperlinks to monsters and rules online for quick reference.
- Printable cards for each monster and PC so you can run encounters using a card stack. A short video walkthrough of this method can be found [here](#).
- Short room and area descriptions. No paragraphs of droning flavor text — set the scene naturally and embellish as desired.
- Briefly explained non-encounter rooms. Again, embellish as desired!
- GM maps and player-safe digital maps for use with virtual tabletops.
- Printable cards for special treasure handout.
- A short video walkthrough of the adventure can be found [here](#).

PACING/TRANSITIONS

A dramatic question is presented with most scenes. Once that question has been answered, the tension of the scene is resolved. That’s your cue to work toward the **transition** provided at the end the scene — even if that means summarizing the end of a clearly decided combat, or in the case of clever players, skipping combat altogether. Keep the game moving toward the next challenge!

Room descriptions that are usually long blocks of literary read-aloud text have been left short and informational in this adventure. Many Game Masters prefer to paraphrase read-aloud text and set the scene based on what tone and level of detail his or her group finds engaging. Anything listed before the **Development** sections is safe to share however you prefer to do so.

SCURVY DOGFIGHT

THE DOCKS

- Skyhorn Lighthouse's faint glimmer is visible on a small island a few miles out to sea.
- The docks are choked with ships. It's quiet compared to the normal bustle of activity.

DEVELOPMENT

- Sailors on the docks reiterate the rumor about the sea monster, some claiming falsely to have seen it (they fabricate a description). They refuse to take the PCs out to sea.
- If asked about who might take them to the lighthouse, sailors point the PCs in the direction of **Sheila Coppertree's** sailing ship, the *Annabel Lee* (see Appendix A for maps).
- As the characters approach Sheila Coppertree's ship, she swings down to the docks to greet them. Refer to the adventure hook **Appeal to Heroism** for what she knows.
- After a few moments of talking to Sheila, two **pirates** who lost a fair game of dice to her interrupt the conversation with demands that she pay up by turning over her ship. They've planned a surprise attack.

DRAMATIC QUESTION

Can the characters appease or defeat the pirate threat?



Gaspar, NE human **bandit captain**

"Ye owe us, Sheila! Yer ship is ours!"

- **Appearance.** Tall and hunched over. Scar across his nose.
- **Does.** Grinds his teeth and spits frequently.
- **Secret.** Fell from grace as the captain of a lord he betrayed.

Neeno, NE half-orc **bandit captain**

"We know you use weighted dice. We've caught you, wench."

- **Appearance.** Remarkably tidy. Oiled-back hair.
- **Does.** Looks at his nails and cleans them while talking.
- **Secret.** Plans to assassinate Gaspar and take his ship soon.

TALK IT OUT

Success if conflict score reaches 0. Go to the combat section if it reaches 5.

- Gaspar and Neeno begin with a collective **conflict score of 3**.
- A large **bribe** reduces their score by 1.
- A DC 15 Charisma (**Persuasion**) or Charisma (**Deception**) check reduces their score by 1. A failed check increases their score by 1.
- Using Charisma (**Intimidation**) increases their score by 1.
- Wisdom (Insight) DC 15 **reveals** one of the above details, or their current conflict score.

COMBAT

- Gaspar (G) and Neeno (N) shove characters into the water if given the chance.
- On round two, four of Neeno's **thugs** (T) pop up on nearby ships and fire their crossbows.
- Enemies below one-third their hit points flee.

TRANSITION

The PCs collect what they need and strike out on the *Annabel Lee* toward the lighthouse.

THE CAVERNS BELOW

AREA 5: SOMETHING IN THE DEEP

- A rusty ladder leads 10 feet down from the trap door in Area 3 into the briny water.
- The rise and crash of the tides echoes in these glimmering caves.
- The water is **50 feet** deep. The cavern ceiling reaches **40 feet** above the water.

DEVELOPMENT

- Three **hunter sharks** lurk in the areas marked S on the map and will investigate sounds in the water. The eelfolk have been feeding them human hostages killed by elementals. The sharks attack once they are within **30 feet** of anything in the water.
- The eelfolk have stacked four **chests** of loot from the merchant ship on the cave floor at the areas marked T. Characters carrying the heavy chests move at half speed.

Sidebar: Swimming In The Caves

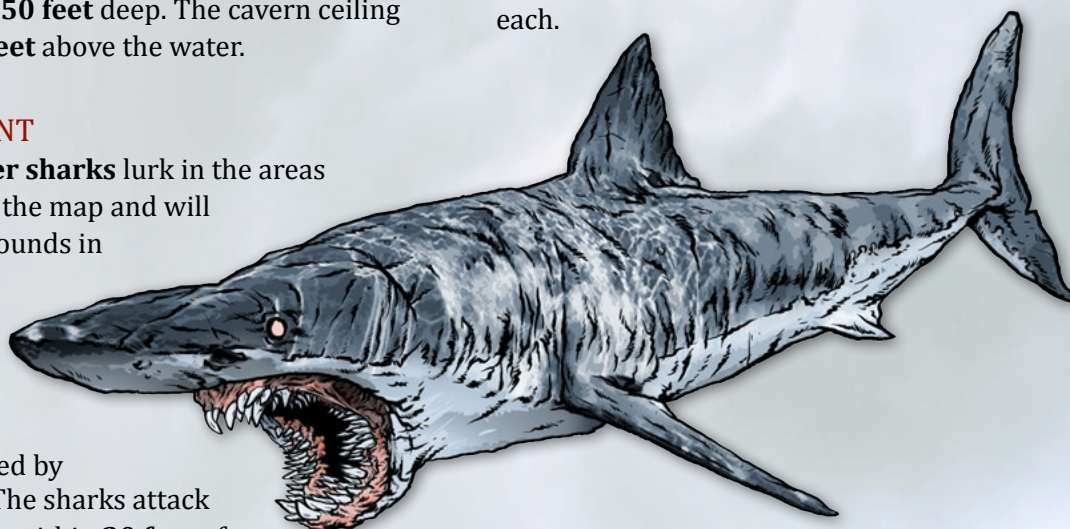
- The water has **dim visibility** out to 30 feet due to refracting light from the cave opening. Characters may have an underwater light source that improves visibility.
- Each foot of movement costs 1 extra foot for creatures swimming without a swim speed.
- A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds). **Suffocation** rules are found [here](#).
- **Underwater Combat** rules can be found [here](#).

DRAMATIC QUESTION

Can the PCs avoid or defeat the sharks?

COMBAT

- The **hunter sharks** focus on characters who are already wounded in order to use their *Blood Frenzy* trait. They flee to the ocean out Area 7 if reduced below **15 hit points** each.



Treasure

The chests contain **400 gp** worth of fine goods: bottled perfumes, silverware, statues, jewelry, and other trinkets. A worn, black-hilted dagger is actually a *Dagger of Venom*.

AREA 6: THE DOCK

- A small sandbar rises out of the water. Two **rowboats** are tied up at a rickety wooden dock anchored at the sandbar.
- The crumbling, 20 foot-high wall of an ancient, sunken tower juts from the cave wall. It can be climbed with a successful DC 13 Strength (Athletics) check.

TRANSITION

The characters continue onto the next part of the caves. The sharks may remain a threat if they haven't been dispatched.

WOUNDED LION

AREA 7: THE MERCHANT SHIP

- The open sea can be seen beyond the mouth of this cove.
- The **merchant's sailing ship**, the *Jade Lion*, is anchored at the opening of the cove. It lists in the water just out of reach of the jagged walls. One of its **masts** is snapped and missing.
- There are two remaining rowboats tied to the ship that are identical to the ones in Area 5.

DEVELOPMENT

- The **tide** is very strong in the 10-foot wide channel leading to the ship and requires a DC 13 Strength (Athletics) check to swim. Characters who fail by 5 or more take 7 (2d6) bludgeoning damage as they're slammed into the walls.
- With the snapped mast, the *Jade Lion* can **sail** at half speed with a DC 15 Wisdom (Survival) check when crewed by at least 10 sailors.
- The ship has been heavily **looted**. Crates of exotic fruits and bolts of fine cloth have been strewn about and destroyed. No crew are on board.
- **Stowaway: Raf Frogwater**, the merchant Benji Frogwater's eight-year-old son and apprentice. Raf hides in a secret cabinet in the captain's quarters and can be found with a successful DC 14 Intelligence (Investigation) check. He approaches the PCs upon hearing them speak a language he understands. He's damp, scared, and hungry.

Raf Frogwater, CG halfling **commoner**

"Those horrible eel-men, they took my friends! My Pa will get them for it!"

- **Appearance.** Big green eyes and freckles.
- **Does.** Pretends he isn't frightened by eelfolk.
- **Secret.** Wants to become an adventuring sailor some day, not a merchant.

DISCUSSION WITH RAF

Raf can share the following information:

- A gigantic wave of water grabbed onto the ship and dragged it into the cove.
- The "eel-men" ransacked the ship and took the crew inside the cave, including **Captain Aryn Hest**, Sheila Coppertree's friend.
- One of the "eel-men" was bigger and angrier than the others. He bossed them around.
- There were about 10 "eel-men," but it was hard to count from his hiding spot.
- One or two big waves have passed by each day. They make the ship bob and spin like a toy.
- Raf sometimes hears human screams and terrible crashes echoing in the caves.
- He hasn't been in the caves and doesn't know their layout.

Treasure

The eelfolk looters missed a silver candle holder worth 25 gp, as well as a gold ring in a mahogany lockbox worth 50 gp.



TRANSITION

The group returns to the caves and continue exploring.

HOSTAGES

AREA 8: THE CREW

- The **doors** leading to and from this room are unlocked.
- A large, faded nautilus shell (the Skyhorn family symbol) is carved into the floor tiles.
- Twelve human **commoners** are lashed together in groups of four (marked P on the map). They are the *Jade Lion's* surviving crew. They are beaten, starved, and terrorized.
- **Aryn Hest**, the captain of the *Jade Lion*, is among the living prisoners. He has jagged electrical burns on his hands and arms.
- Two **eelfolk** (marked E) sit near the door playing a violent game involving coral caltrops. They bolt for the door to **Area 9** when they spot the characters.

Captain Aryn Hest, CG human **veteran**

"Bog me brains if I let a damn walking eel have me ship!"

- **Appearance.** Trim, pointed beard and a gold tooth.
- **Does.** Belly laughs so loud it rattles windows.
- **Secret.** Became a sailor when a mermaid saved his life and stole his heart.

DRAMATIC QUESTION

Can the party stop the eelfolk from alerting their companions in Area 9?

COMBAT

- Both **eelfolk** attempt to open the door to Area 9 and alert the other eelfolk.
- **Aryn Hest** tries to trip any eelfolk who run near him. He doesn't have any equipment.

- Aryn warns the characters that the eelfolk are forcing one of his crew to **summon** another water elemental in the next room.

THE EELFOLK ALERT THE OTHERS

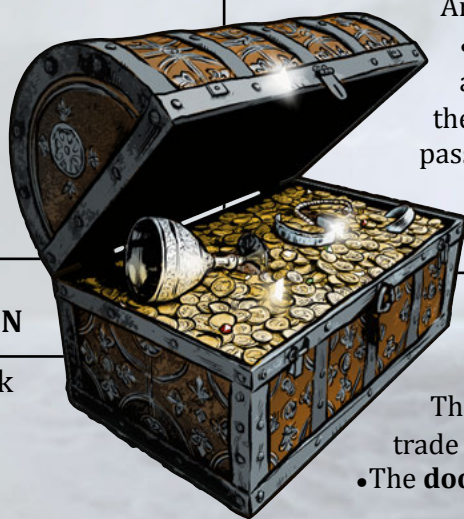
- All of the eelfolk take cover behind the stalactites or rubble and ready actions to attack when the PCs enter the room.
- If the characters wait any longer than **two minutes**, the sailor in Area 9 is forced to summon a **water elemental**. The elemental crashes into Area 8 to attack the PCs.
- There's a 30% chance each round the sailor will **lose his concentration** if he summons a water elemental. If that happens, the elemental becomes hostile toward him.

THE EELFOLK DON'T ALERT THE OTHERS

- Aryn urges the PCs to stop the **summoning ritual** happening in Area 9.
- The **eelfolk** in Area 9 are too engrossed with the summoning ritual to hear the combat in Area 8 (barring an explosion or similar).
- The eelfolk are in the positions marked on the map when the characters enter Area 9.
 - The PCs may be able to set up a surprise round in Area 9 if they beat the eelfolk scourge's passive Perception score of 13.

AREA 8A: PLUNDER

- The eelfolk have stacked chests and barrels of plunder from the *Jade Lion* in here. They contain 5,000 gp worth of trade goods.
- The **door** to Area 8 is unlocked.



TRANSITION

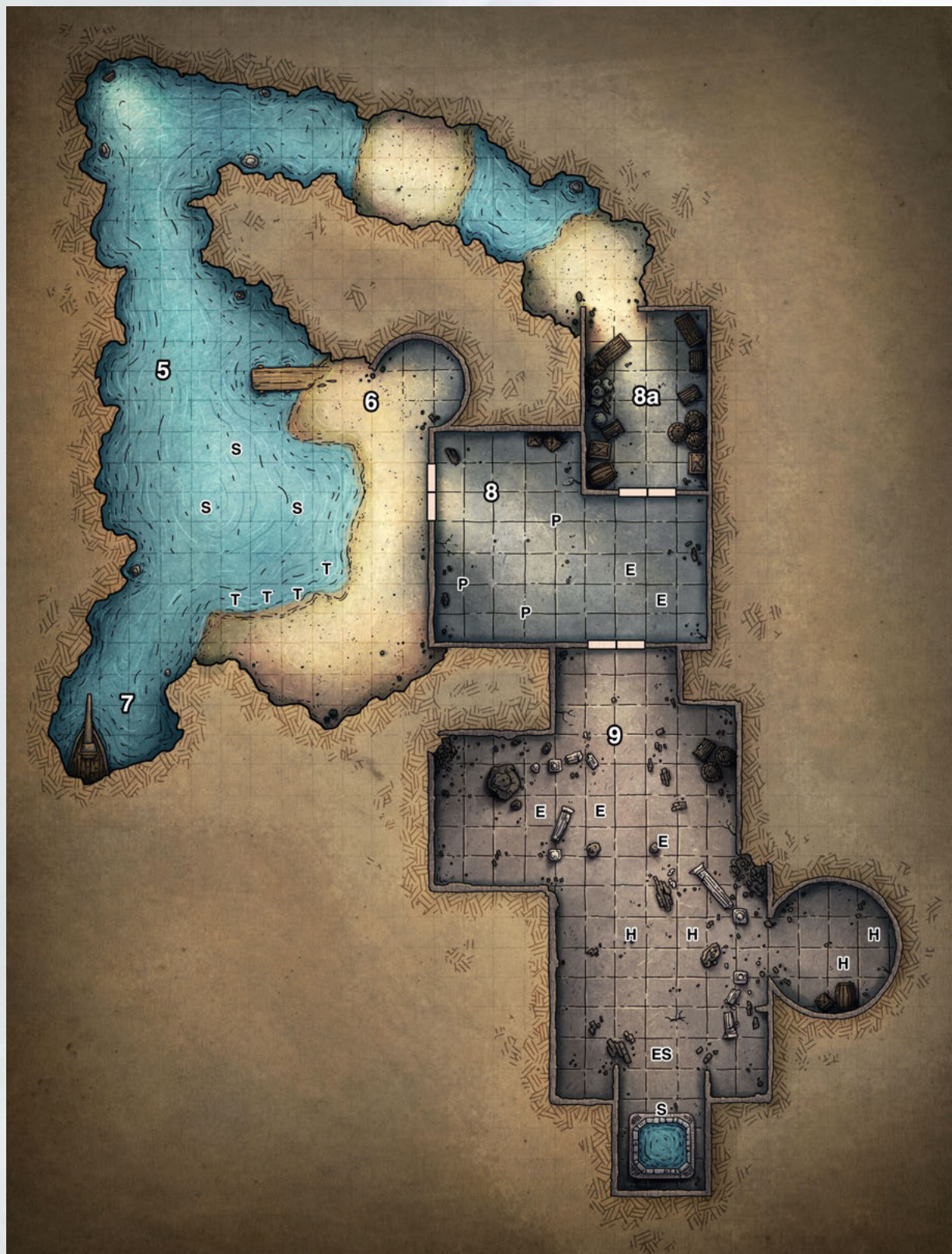
The characters have only a moment to prepare before the action in Area 9 begins.

APPENDIX A: MAPS

THE DOCKS



SKYHORN LIGHTHOUSE CAVES



APPENDIX B: NEW MONSTERS

Eelfolk

Eelfolk are a piscine race with rubbery skin and patterned coloration meant to provide camouflage amid shifting underwater light.

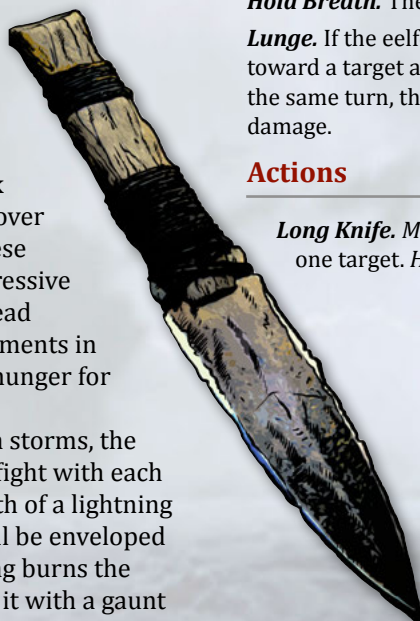
They slink and hunt through caves and shoals, carving out territory in bursts of aggressive expansion. Eelfolk often lair along shorelines and submerged caverns, never too far from the surface where they must occasionally gulp great mouthfuls of air.

Ambushers. Eelfolk keep to the fringes of the sea and ambush any who encroach upon their territory. While hunting, they prefer to lie in wait for prey to draw close before lunging out to attack. Two pouches behind their necks generate an electrical charge they use to sense their quarry, even in the murkiest depths.

Storm Worshippers. Eelfolk worship the squalls of the sea as though they were gods, viewing all storms as divinely inspired. Sailors at sea have reported seeing dozens of eelfolk cavorting through the water during tempests.

Growing Pains. Eelfolk grow larger and more powerful with age, shifting from stealthy hunters to vicious brutes. Fully matured eelfolk grow extra electrical pouches that cover their bodies in crackling energy. These scourges are more cunning and aggressive than their younger brethren. They lead surprise raids along shoreline settlements in order to satiate their ever-growing hunger for violence and food.

Storm's Fury. During raging ocean storms, the strongest and most cunning eelfolk fight with each other to throw themselves in the path of a lightning strike. Rarely, one lucky creature will be enveloped in a great blast of energy. The lightning burns the eelfolk's bulky body away, replacing it with a gaunt form housing magnificent power. These eelfolk stormcallers gain the ability to channel the tempest's might, summoning lightning bolts and gales of wind to pummel their foes.



EELFOLK

Medium humanoid (eelfolk), chaotic evil

Armor Class 15 (hide armor, shield)

Hit Points 19 (3d8 + 6)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

Skills Stealth +3

Damage Immunities lightning

Senses blindsight 60 ft., passive Perception 10

Languages Eelfolk

Challenge 1/2 (100 XP)

Death Burst. When the eelfolk dies, it explodes in a burst of pent-up electricity. Each creature within 10 feet of it must make a DC 12 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much on a successful one.

Hold Breath. The eelfolk can hold its breath for 1 hour.

Lunge. If the eelfolk moves at least 20 feet straight toward a target and then hits it with a long knife attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

Actions

Long Knife. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.